

25. The computer-readable medium of claim 24 wherein the user uses the pointer to position the plurality of anchors.

26. The computer-readable medium of claim 23 wherein each anchor has a predetermined area of influence that is used to determine, based on a position of the pointer, the displacement to be applied to the graphics-based object.

27. The computer-readable medium of claim 23 wherein the state of the graphics-based object is redrawn/updated by putting an object into a default base state when a position of the pointer changes, then applying anchors to the graphics-based object based on a weighting of each anchor, wherein the weighting is calculated based on the displacement of the pointer from the anchor.

28. The computer-readable medium of claim 23 wherein each redrawing/updating of the base state of the graphics-based object is recorded to provide an animation path.

29. The computer-readable medium of claim 26 wherein the animation path is editable.

30. The computer-readable medium of claim 23 wherein multiple anchors with individual weightings are applied simultaneously.

R E M A R K S

The abstract was objected to. Responsive to the objection, a new abstract is included that comports with the requirements of 37 CFR 1.72.

Claims 11-14 and 23-30 were rejected under 35 USC 101. Claims 11 and 23 are amended herein and, it is believed that amended claims 11 and 23 overcome the rejection. Since claims 12-14 and 24-30 were apparently rejected because they depend on rejected base claims 11 and 23, respectively, it is believed that the amendment to claims 11 and 23 also overcomes the rejection of claims 12-14 and 24-30.

A set of formal drawings is included herein. The Examiner's approval of the formal drawings is respectfully requested.

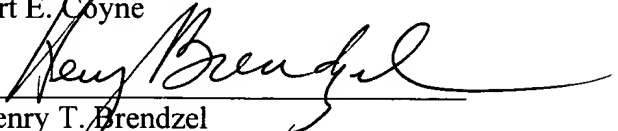
In light of the above amendments and remarks, it is respectfully submitted that all of the Examiner's objections and rejections have been overcome. Reconsideration and allowance of all claims are respectfully solicited.

Dated: _____

10/15/02

Respectfully,
Robert E. Coyne

By _____



Henry T. Brendzel

Reg. No. 26,844

Phone (973) 467-2025

Fax (973) 467-6589

email brendzel@comcast.net

Marked up version, showing changes made

IN THE SPECIFICATION:

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Abstract of the Disclosure

An arrangement provides for displaying an object, such as a drawn object, or a database search result, based on a graphical user interface. A first display window is provided for specifying attributes of an object. A second window is provided for spatially inserting anchors for the object, where each anchor specifies a desired characteristic of the object, such as a pose of a face. A third window is provided for the desired object display. The anchors are placed in the second window with the aid of a controlled cursor. Placement of the cursor in the second window also controls the displayed object in the third window, which is developed based on the placement of the cursor in the second window relative to the anchors.

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IN THE CLAIMS:

11. (Amended) A computer-readable medium adapted for electronically and/or optically coupling to a computer, said medium having computer-readable instructions, which are adapted to be executed by said computer, for providing a graphical user interface for interactive animation, wherein the computer-executable instructions include:

- inserting a desired image onto a first window
- inserting anchors onto a second window by, for each anchor, selecting a desired pose from a plurality of predetermined poses; and
- upon a cursor being dragged over the second window to a desired anchor, additively applying characteristics for the desired anchor to the desired image based on a proximity of the cursor to the desired anchor.

23. (Amended) A computer-readable medium adapted for electronically and/or optically coupling to a computer, said medium having computer-executable instructions, which are adapted to be executed by said computer, for facilitating animation using a graphics-based graphical user interface, wherein the computer-executable instructions

include:

dragging a pointer over an arrangement of a plurality of anchors in a controller window wherein each anchor represents a displacement of a state of a graphics-based object from a base state; and

redrawing/updating the base state of the object in a display window in accordance with the proximity of the pointer to the anchors as the pointer is dragged over the controller window.